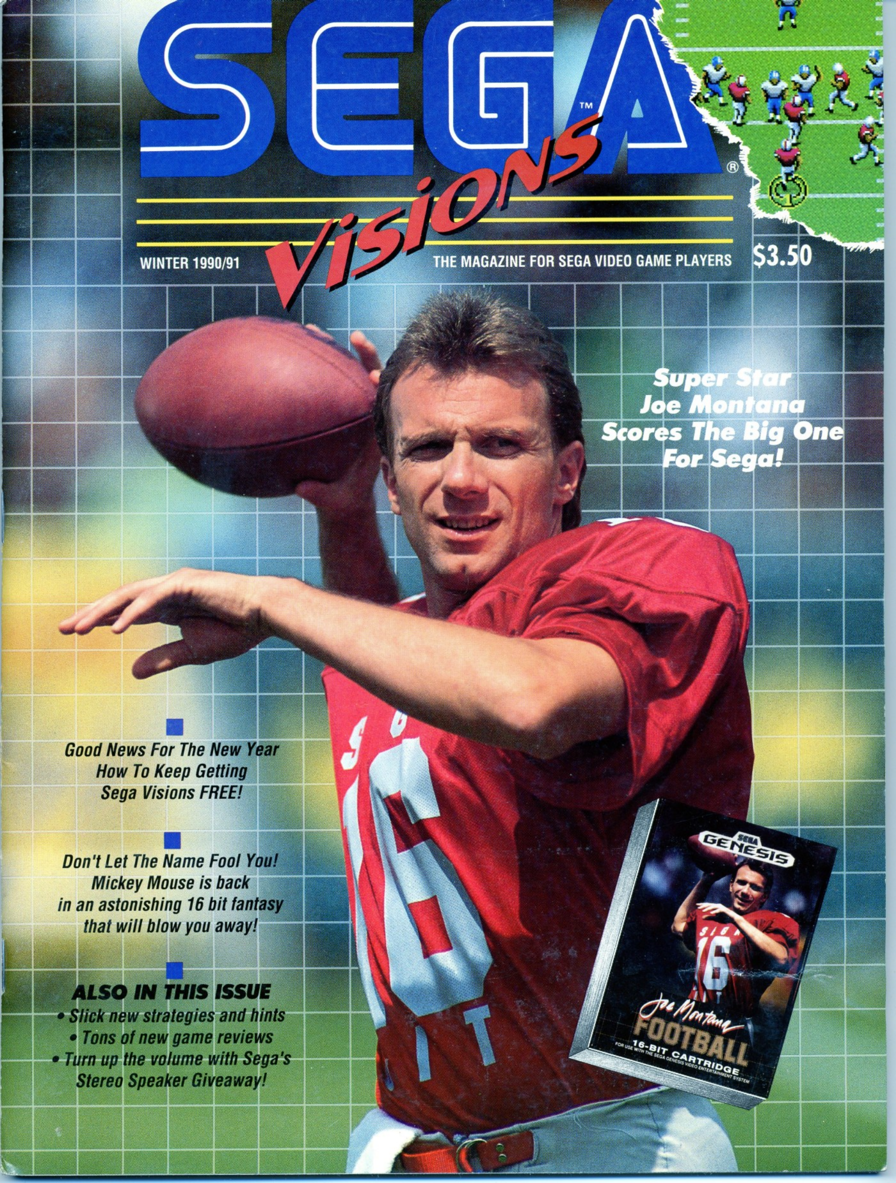

SEGA
Visions
WINTER 1990/91
THE MAGAZINE FOR SEGA VIDEO GAME PLAYERS
$3.50
Super Star
Joe Montana
Scores The Big One
For Sega!
Good News For The New Year
How To Keep Getting
Sega Visions FREE!
Don't Let The Name Fool You!
Mickey Mouse is back
in an astonishing 16 bit fantasy
that will blow you away!
ALSO IN THIS ISSUE
• Slick new strategies and hints
• Tons of new game reviews
• Turn up the volume with Sega's
Stereo Speaker Giveaway!
SEGA GENESIS
Joe Montana
FOOTBALL
16-BIT CARTRIDGE

Master The Skies



Imagine yourself astride a winged horse, thrusting and slashing with a magical sword... Or skimming the earth on a futuristic airbike, blasting through waves of attack robots... Just imagine... Now get ready for the kind of innovative games we're known for.

New from NAMCO, the Game Creator



Ancient gods of Greece at war! Evil Typhon, lord of the underworld, has kidnapped lovely Artemis, the moon goddess. Apollo, the sun god, attempts a rescue astride the winged horse Pegasus. With your expert guidance, they soar through the sky and battle the likes of the snake-headed Medusa; and Charybdis, the sea monster. Extra fire power, lives, and speed will help in the final assault...but don't forget to grab Phelios, the Sword of Light, when it is offered.

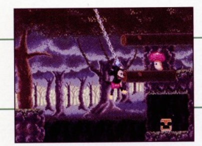
"Great colorful graphics that will knock you out of your chair! Dazzling multi-moving graphic imagery and theme music... Exceptional !"
-1991 Video Game Buyers Guide.



Space combat at the Earth University. That's what you signed up to learn. Armored attack robots are blown away as you deftly pilot your deadly airbike through fantastic 16-bit 3-D-like graphics of Earth terrain and alien ruins. Next class, you hop in your fighter plane to battle boss enemies and mop up in the bonus rounds. When you've finally mastered armament upgrades and piloting skills, you'll pass level six and graduate, earning the title "Space Fighter."

namco
The Game Creator

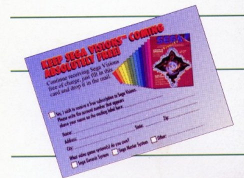




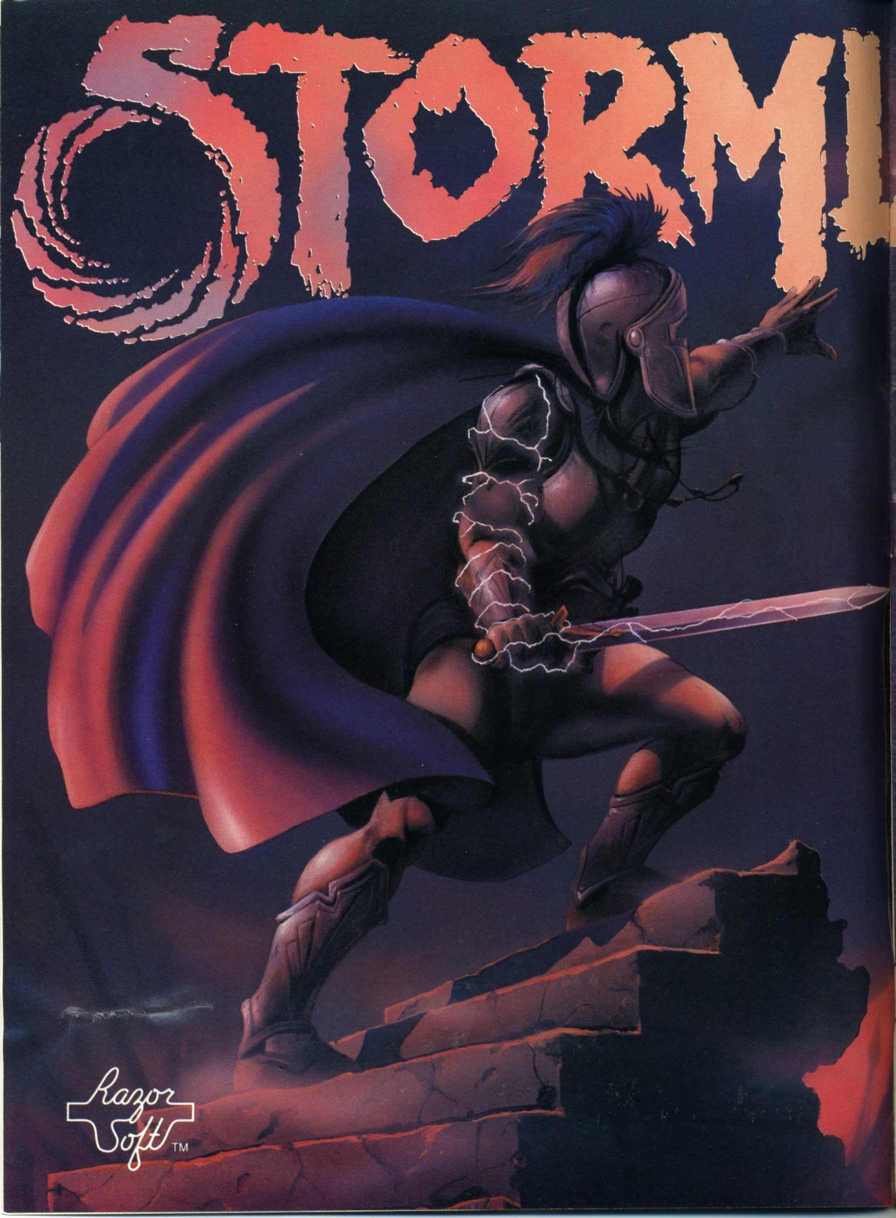
MICKEY MOUSE STARS IN *THE CASTLE OF ILLUSION* - PAGE 18



SEGA'S ASTONISHING NEW R360 - PAGE 42



HOW TO KEEP YOUR VISIONS COMING - FREE! SEE PAGE 44


STORM
Razor Soft TM



THRILL TO...
Beautiful, Entombed Princesses.

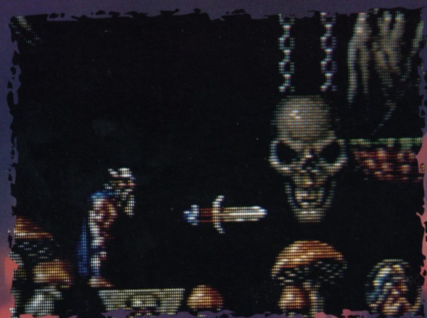
CHILL TO...
Psychotic, Death-Dealing Sorcerers.

SPILL TO...
Deranged, Draconian Firedogs.

RUN LIKE H____ FROM...
Hideous, Head-Stomping Hopgoblins.



"Spent hours searching for magical treasures . . . even longer trying to use them." —Trey Green, Game Reviewer



"Battled awesome monsters!"—Aaron Van Stavern, Game Tester

"If you liked 'Ghouls,' 'Stormlord' will blow you away!" —Barrett Ryals, Game Tester

4 Megabit
16 Bit Graphics

Licensed For Play On



This Game Has Not Yet Been Rated.



Hello, Sega Gamers:

We have good — no, make that great — news for you: Sega is kicking off the New Year with a resolution to KEEP VISIONS FREE !

We've said it before, and we'll say it again: it's players like you who make Sega great. And, unlike some game company magazines we could mention, VISIONS™ wants to keep in touch with all of you.

So we're going to keep delivering the best to the best. You'll be hearing from us four times a year with great issues jammed with tips, hints, strategies, reviews, news, features and lots more. And it's still free.

There's one small catch: the postal service says you have to ask us for your free VISIONS. To keep getting VISIONS, we need you to fill out the card bound into this magazine and send it to us. Let us hear from you!

We'll be writing to you individually if you sent in a subscription order. And have no fear: you won't be charged or billed. If you mailed us a check, it will be refunded.

While VISIONS is keeping you informed, Sega is busy letting the rest of the world in on the goodies, too. We're strutting our stuff right now at that garden of electronic gaming delights known as the Winter Consumer Electronics Show. It's held in Las Vegas, itself an electric wonderland. We're really psyched about the show. In our booth extravaganza with the theme "Sega Does It All," we've been busy showing off our 8-bit to 16-bit range of gaming excitement for the first half of 1991. Wish all of you could join us.

We're also pumped up for another year of hot new games and gadgets. We'll be letting you in on all the super secrets we have up our sleeves in the next several issues of VISIONS. We've got some new developments that are really going to reach right out and grab you.

That's it for now. Remember to make it your New Year's resolution to send in today for your free VISIONS subscription.

Al Nilsen & Bob Harris
Publishers



VOL 1 ISSUE 3 WINTER 1990/91

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DJ Boy™

Only you can save Maria

Exciting Fight Action.
This is the Ultimate Battle.

The characters pictured here will be slightly different on the screen.

OFFICIAL SEGA GENESIS SEAL OF QUALITY





A Fan Speaks Out

Dear Sega,

I am honored to say that I am a 13 year-old who has been the owner of a Genesis System since it has come out on the market. At first I was a little skeptical. Why? Simple. I was the owner of a Nintendo, 13 games, an NES Advantage, and over 30 hot mags! But I just had to have the Genesis, so I told my dad to sell everything I owned of Nintendo. Good choice. I love it, the graphics, the stereo sound, and the quality! You guys at SEGA are doing great! I'm your absolute #1 fan!

J. Michael Albard, Millbury, MA

Hey, thanks for the vote of confidence! We welcome all converts!

Likes After Burner and R-Type

Dear Sega,

I enjoy playing Sega games. I purchased the Sega Master System 18 months ago after viewing *After Burner II* but my greatest challenge has been *R-Type*. However, since 'the earth defense league chose me to pilot R-9,' I have finished all 8 levels and the earth has peace. I would like to see *R-Type* in the Genesis version.

Arturo Jimenez, Miami, FL

It's just great to know that the earth is saved! Seriously, we can't make every game into a Sega Genesis™ version, but we are keeping track of which ones are most popular, so maybe someday...

Fewer Hints, If You Please

Dear Sega,

I loved *Phantasy Star II* but the hint book took the fun out of the game. The hint book, in my opinion, ruined the previous game... told me how to play the game and what to expect, step by step.

Ricky Banks, Williamsburg, VA

It's true that too many detailed hints ruin the fun. It's a lot more gratifying to figure things out for yourself! Come on gamers, tell us what you think – do you or don't you like the hint books?

MAILBOX MULTIPLEX

Famious Stephenson of Chicago, IL, tells us his girlfriend is a gaming nut just like he is! Lady Gamers of the World Unite! Write to us! There may not be room to publish every letter we get, but we sure like to read them!

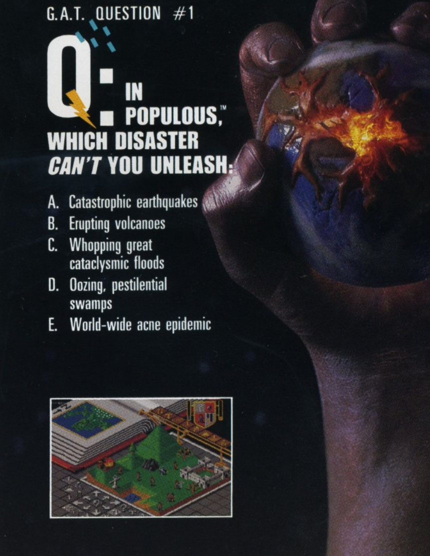
We love getting letters! Write to us with your suggestions, ideas, comments and opinions. This is your chance to let the gaming industry, and the rest of the gaming fans, know what you think. Send your letters to:

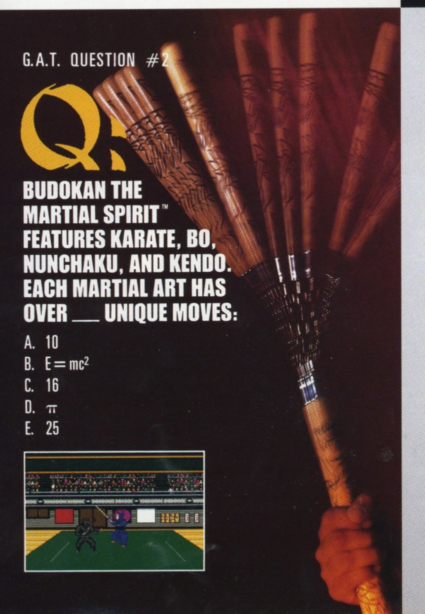
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R U A GENESIS® GENIUS ?

Here's the deal. We've got a test called the G.A.T. The Genesis Aptitude Test. Answer questions 1 through 7, send in your answers on a piece of paper with your completed entry form, and you could win 3 new Genesis titles from Electronic Arts.

Sharpen your minds and begin . . .





G.A.T. QUESTION #3

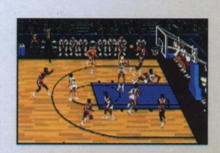
Q: IN JOHN MADDEN FOOTBALL,™ THE ONLY THING YOU *CAN'T* MAKE YOUR PLAYERS DO IS:

A. Call 100 different pro plays from John Madden's playbook
B. Hit hard, hit often, hit mean
C. Sell popcorn at the game
D. Dive, spin, jump, break tackles, and call audibles
E. Tough it out in the mud or snow to win Super Sunday

G.A.T. QUESTION #4

Q: IN LAKERS VS. CELTICS AND THE NBA® PLAYOFFS,™ YOU CAN MASTER:

A. Michael Jordan's awesome air reverse slam
B. Charles Barkley's monstrous gorilla dunk
C. Isiah Thomas' slashing drive and finger-roll
D. Clyde the Glide's ferocious tomahawk jam
E. All of the above



G.A.T. QUESTION #5

Q: THE ___ IS THE CENTRAL WEAPON IN SWORD OF SODAN™:

A. Enchanted sword
B. Killer parakeet
C. Industrial strength chainsaw
D. Small to medium-sized thermonuclear device
E. Rubber chicken



G.A.T. QUESTION #6

Q: BATTLE SQUADRON™ IS:

A. An underwater chess game requiring wit and a large lung capacity
B. Two Sopwith Camels and a Messerschmidt fighting a horde of locusts
C. A World War II simulation with genuine film footage
D. A rapid-fire space combat game with bodacious graphics
E. None of the above





G.A.T. QUESTION #7

Q: IN ZANY GOLF,™ PLAYERS OVERCOME OBSTACLES LIKE:

A. Land mines, hot dogs, and swamp shrews
B. Lasers, hamburgers, and moving holes
C. Gravity, relativity, and math anxiety
D. Terrorists, aliens, and dingo smugglers
E. Adolescence, socialization, and genetic inheritance





Questions have been pouring in to the Game Doctor at an incredible rate! So, gamers, let's get right to it!

The Game Doctor Answers The Most Commonly-Asked Sega Questions!

Q: ***The adventure role-playing games for the Sega Master System are great; I've just completed* Phantasy Star *and loved every minute of it! Now I have the Sega Genesis system and* Phantasy Star II. *[Are] there going to be other games that are just as, or even more challenging than [those games]?***

A: By now, I'm sure you've discovered *Sword of Vermillion*, Sega's latest FRP (Fantasy Role-Playing) game for Sega Genesis™. Keep reading Sega Visions for news on the latest FRP title for Sega Genesis, and keep your eye out at your favorite Sega Genesis retailer for *Fatal Labyrinth*.

Q: ***In the* Mystic Defender *instruction booklet it says that level six is infested with ghosts. In [my] game there isn't a single ghost on the whole level. Is this a mistake in the booklet or did the makers forget to add them to my particular cartridge?***

A: Games are "stamped out" on an assembly line, so game elements are not added to individual cartridges. What does sometimes happen however, is there are alterations to the game after the manual has been written. This could be to correct a bug or to improve game play.

Q: ***I was reading a magazine and it said that Sega has a 32-bit [game machine] in Japan and that a 32-bit is on the way to the U.S. in a couple of years. It also said that there will be an adapter to boost the Genesis up to 32-bit power. Can you update this info?***

A: There is absolutely no truth to either of these rumors. The power of Sega Genesis is just now beginning to be realized. For example, the great animation in Mickey Mouse and the 8 meg power of *Strider*. If you want the straight scoop on Sega products, read Sega Visions.

Q: ***When the [Sega® Master System] first came out you gave away a free game to anybody with 3 game proofs of purchase. I'd like to know if that will be back.***

A: Your wish is our command! See the special Sega Genesis promotion in this very issue!

Q: ***About how many hours does it take to wear out a Sega cartridge?***

A: Sega uses such high quality alloy and plating that there is no reason a Sega cartridge should ever wear out. Call 1-800-USA-SEGA any time you have questions about Sega products.

Q&A QUICKIES: ***Several readers, asked about a Genesis adapter for the Sega Master System. There are no plans at this time for such an adapter... A few gamers asked about exotic controllers (steering wheel, light gun, etc.) for Sega Genesis. There are no current plans for a light gun, but Sega is looking at expanding its line of controllers... For those of you who wondered about a sequel to* Ghouls & Ghosts *- there isn't any on the drawing board, but sequels are planned for several of the most popular Sega titles...Some readers wondered where they can get Sega Master System peripherals (light gun, 3-D glasses, etc.). Gamers can call 1-800-USA-SEGA to order any SEGA products.***

Send your Sega questions and comments to:

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SEGA VISIONS
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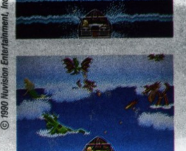
Experience the awesome power of your high speed performance boat! Pilot her across uncharted waters as Kenji Ohara pursues the evil "Dr. Orca," in search of his island hideaway. Save your kidnapped sister and destroy his diabolical plan to take over the world!



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SEGA GENESIS 16-BIT CARTRIDGE

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And we've got the latest in electronic game equipment to keep us on our toes.

Is your system or game cartridge acting up? We'll take care of it.

Just call 1-800-USA-SEGA for all warranty and repair help.

Give us a call! Time to have some real fun and play your games *big time*.

TEAR OFF AND HANG NEAR PHONE

IN CASE OF EMERGENCY
CALL SEGA'S GAME WIZARDS

DIAL 1-415-871-GAME

Joe Montana Quarterbacks Another Super Game

The king of the off-balance throw brings his toughness and finesse to the video screen in a new game that breaks all the rules



It had to happen.

Here was Joe Montana, considered by fans to be the greatest quarterback of all time. Four-time Super Bowl winner. Twice unanimously voted MVP.

An admitted video game fanatic who has pushed his fair share of quarters into arcade games — he even takes his favorite system with him to training camp! Sooner or later, his two passions — football and video gaming — were bound to come together.

And they have at Sega. Call it fate. Call it destiny, and call it *Joe Montana Football* for Sega Genesis™ System. This winter you'll be calling it *fantastic.*

16 chooses 16-bit power

Sega was a natural choice for Montana. His love of video games introduced him to Sega arcade games, and from there it was a logical step to the arcade-quality of Sega's 16-bit Genesis system.



"I enjoy Genesis more than anything I've played," Montana said during a recent press conference. "It gives us the opportunity to do things that aren't possible on other machines."



And since Montana has a tradition of playing with the winners, it was no surprise that reliable Number 16 joined the Sega team — the most reliable winner in the video game category today! With Joe quarterbacking for Sega in '91, Genesis is destined to have another "Super" year with a great lineup of game hits lead by *Joe Montana Football*!

"There were talks with other game companies," Montana admitted earlier to the media. But for Montana, Sega is the home team. "I'm proud to be part of another Bay Area winner," he declares.



Montana built his championship career with hard work and smart decisions. One of his smartest decisions — and VISIONS thinks you will agree — was selecting the advanced graphics, smoother animation and greater power of Sega Genesis.

The Montana touch

During the game's design and programming Montana didn't just sit on the sidelines. He was out developing a competitive game plan with the rest of the Sega team.

Despite an incredibly busy schedule, he's taken time out from his game on the field to spread the word about the game on the screen. A true gamer and competitor to the end, he gets so involved in putting Sega Genesis through its paces for the press and public that he usually has to be dragged off to his next appointment. Sound familiar?

Even tough Joe Montana is unquestionably a "Superstar". He's impressed all those at Sega who have worked with him on his game as a "regular, friendly down-to-earth Joe", according to Bob Harris, co-publisher of SEGA VISIONS and Director of Marketing, in charge of developing the Joe Montana television commercial. "It's a pleasure to work with Joe," Harris related, "he's as much of a professional 'off the field' as he is on the field. During our TV commercial shoot it was ironic and humorous that Joe was a bit nervous in front of the camera at first — when every Sunday he performs his magic with nerves of

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- ☐ Phantasy Star II
- ☐ Sword of Vermilion
- ☐ Mickey Mouse-Castle of Illusion
- ☐ Michael Jackson's Moonwalker
- ☐ Super Thunder Blade
- ☐ Space Harrier II
- ☐ Super Hang-On
- ☐ Afterburner II
- ☐ The Revenge of Shinobi
- ☐ Golden Axe
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- ☐ Columns
- ☐ Tommy Lasorda Baseball
- ☐ Pat Riley Basketball
- ☐ World Championship Soccer
- ☐ Arnold Palmer Tournament Golf
- ☐ James "Buster" Douglas Knockout Boxing
- ☐ Cyberball
- ☐ Joe Montana Football*

*Available January 1991

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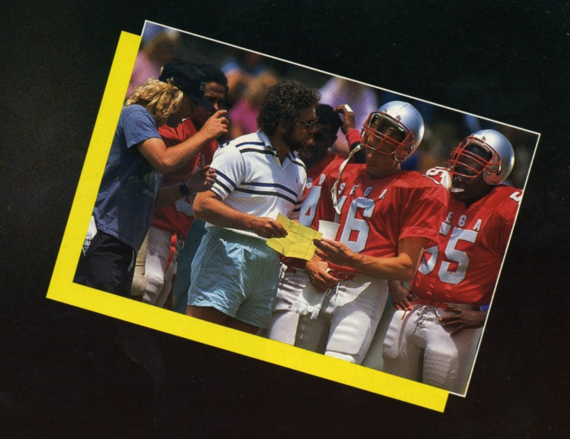
Plug them into your Sega™ Genesis™ & experience true stereo sound!



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- Requires 4 "C" size batteries (not included)

*GENESIS GAMES OTHER THAN SEGA™ GENESIS™ BRAND NOT VALID FOR FREE SPEAKER REDEMPTION. SEE COUPON FOR DETAILS.

steel before many cameras and millions of people. That's what makes working with Joe — a project I couldn't PASS UP!" Harris smiled as he simulated a Montana passing gesture.



Real gridiron action

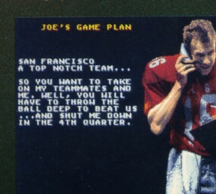
Montana met with Sega to review the overall game design and to offer his professional expertise. One thing was clear from the start: this game was going to have Montana's style of play all over it. With Montana calling the plays, and Sega pulling together all its video expertise, the game is destined for video football greatness.

"I want my game to give the video (gamer) the realistic experience of what it's like to be on the field in a pressure game situation," says Montana. "I want everyone to encounter the challenge, and the competitiveness of playing against the pros in the game of their life."

And the game delivers just that.

Joe Montana Football is like no other video football game. Genesis' 16-bit processor and greater memory makes it possible to program more complex plays and run them faster. It also leaves room for lots of realistic animation — players make diving tackles, leap for passes, execute real blocking moves, and stiff-arm defenders.

The action is closer than ever to a real football game. The video player has the option of making a bone-crushing tackle that might even result in injured players being taken off the field. "When you get near the guy with the ball, the user can press a button and give him a real jarring hit," says Harris. On run plays, when the linemen try to open a hole for the runner, they visually battle it out on the screen, pushing defenders back.



Players with pizazz

The on-screen players are more realistic than ever before, responding to changes in the play like players would in a real game. Linemen act like linemen — blocking for a pass or a run instead of remaining inactive like they do in other video games.

This is also a realistic Montana-style passing game. The video player takes the snap and fades back. When he looks down field, his view of the receivers is through the face of a helmet, which frames the screen. He can decide on a short and flat bullet, a long and high bomb, or numerous other style passes, and, using cross-hairs, aim the ball to avoid defenders. If the action gets too tight, the gamer can even choose to throw the ball away.

With such incredible control of plays, *Joe Montana Football* is as close as you can get to pro football action without donning pads and a helmet!

Sega pro sports line-up

Joe Montana Football is just one great part of a whole team of detailed and exciting pro sports games that includes Tommy Lasorda Baseball, Pat Riley Basketball, Arnold Palmer Golf, and James "Buster" Douglas Knock-out Boxing. When it comes to Super Sports hits - Sega is the only game in town!

So, stay tuned! Look for a detailed review of Joe Montana Football, Sega's newest pro sports game in an upcoming issue of VISIONS.

MICKEY MOUSE IN THE

Turn on your television any Saturday morning and you'll find cartoons featuring stiff-legged characters moving jerkily through a background devoid of details — sort of like a lot of video games you may have played. Then tune into a Disney cartoon or animated film, and see how smooth the movement is, how the scenery looks like a rich painting, and how much creative thought went into even the smallest detail.

That's the difference between *The Castle of Illusion* and most other video games. The graphics are totally gorgeous and the animation is astounding: screen shots just can't do them justice. Trite as it may sound, you really have to see this game in action to appreciate its landmark artistry.

Now, don't let Mickey's starring role mislead you: this is definitely not just for little kids. There are some real mind-stumping challenges here. The game play requires dexterity and quick thinking, like when Mickey flips the entire screen upside down in Toyland: you wipe out all on-screen enemies, but now you have to think upside down, too!

All ages will be entranced with the superb details. Mickey flails his arms when he's off balance, the lights go off and on when he swings from lamp chain to lamp chain, and there's a cartoony "clunk" when he hits his head. It takes a sophisticated eye to catch all the details!

In the story, the evil witch Mizrabel is holding Minnie captive in the tricky Castle of Illusion. The only way Mickey can defeat the witch is to find the seven Gems of the Rainbow hidden in the castle and guarded by Mizrabel's Masters of Illusion.

Inside the castle, Mickey is faced with five doors that open on fantasy worlds filled with some deceptively innocent-looking enemies (who'd suspect cute little mushrooms or colorful clowns?). Within each world are several scenes. At the end of each final scene, you face off with a different, powerful Master of Illusion to acquire the Gems.

Before you start, you might want to try the Practice mode to get used to the game's special features. The Practice is a streamlined version of the first three levels.

We'll be giving you an in-depth strategy for *The Castle of Illusion* in a future VISIONS, but here's a sneak peek:

Mickey starts out in the Enchanted Forest, where trees and killer mushrooms dance down the road, deadly tulips sprout lethal seeds, and spiders wait to pounce. Don't be afraid of ghosts: bounce off them to get to the tree top, where you'll find a power star, diamonds and enemy-fighting apples.

The second door leads to





When the Clown comes at you in Toyland, toss an apple not only at the clown, but at his unicycle as well or the cycle will come back for you by itself.

In The Storm, the seventh opening in the first level will whisk you away to safety.



In the castle's gear room, don't linger on the stationary gears too long for if you do, they'll drop like a ton of bricks.

In the Dungeon's underwater maze, start at the top, go all the way to the bottom and then all the way back up.



When you fall down holes in the Forest, try to go behind each stone wall; some will let you pass into secret caves filled with diamonds, bags of items and power stars.



When books start dropping on you in the Library, crouch down on top of one of the shorter standing books in the row and you'll be safe.

Toyland, a pastel wonder of massive blocks, animated wooden soldiers, clowns on unicycles, and wind-up airplanes. Find the key all the way at the top of the first level to continue your journey through Toyland.

In the second level, when you hit the red gelatin pools, keep bouncing or you'll suffer a sticky death. In the third level, learn the value of being topsy-turvy! By far, this is one of the most unique game playing features that has ever been designed for *any* home video game.

Now it's on to the third door, which takes you to The Storm. This world is full of pits, crumbling bridges, and sharp-toothed Bonefish yearning for a taste of mouse flesh. Look out for waterfalls, listen for the rush of oncoming floods and when you're in the water, keep swimming!

Behind door number four is the Library, where you'll really feel mouse-size. Check out the inside of the milk bottle but, for heaven's sake, stay out of the milk or the jellyfish will get you. If you fall into the coffee cup, dodge the sugar cubes but grab the white gems and apples.

Finally, you're in the castle itself. The armored knights can be dispatched by jumping over them and attacking from behind. In the dungeon, stay out of the murky water.

Once you have all seven Gems of the Rainbow, you'll be magically transported to the tower where Minnie is imprisoned — and where you'll face the final challenge of conquering the illusory Mizrabel herself.

The spectacular graphics and animation make *The Castle of Illusion* a compelling game that will rivet you for hours and hours. And if someone else beats you to the control pad, no problem: this game is a blast just to watch!

GENESI
WHAT NIN

ARCADE GAMES:



Super Monaco GP™



Michael Jackson's Moonwalker™



E-SWAT™

SPORTS GAMES:



Joe Montana Football™



Pat Riley Basketball™



James "Buster" Douglas Knockout Boxing™

ADVENTURE GAMES:



The Sword of Vermilion™

STRATEGY GAMES:



Columns™

ACTION GAMES:



Dynamite Duke™

S DOES®
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Get the hottest new video games going. Arcade, sports, adventure, strategy and action hits available only on the 16-bit Genesis System by Sega.®

Today's latest blockbuster arcade hits like Super Monaco GP.™ Climb into the cockpit of the world's fastest Grand Prix machines as you race wheel to wheel through the streets at over two-hundred miles per hour. Or take on the evil villain Mr. Big in Michael Jackson's Moonwalker™ as you use dance-kicks, hat-tricks and finally transform into a powerful robot that does it all. Or become a Cybercop in E-SWAT™ and clean up the city besieged by mad terrorists.

Get ready for the most action-packed sports games ever. In Joe Montana Football,™ check out the defense, make the call, fake a pass and scramble for a touchdown. Or force your opponent to move inside your left hook and nail him with an uppercut that puts him on the mat in James "Buster" Douglas Knockout Boxing.™ Or in Pat Riley Basketball,™ get the ball with seven seconds left in the game, drive the length of the court, slam-dunk and draw the foul which you make to break the tie.

In The Sword of Vermilion,™ make your way through 14 towns and 14 mazes in this adventure thriller where encounters with the evil demons are played in real time on the hand controller. And dazzle your friends with your skills on the puzzle game Columns.™ Or become the ultimate commando warrior in Dynamite Duke™ as you blast the enemy from an over-your-shoulder first person view.

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ARCADE GAMES:


Golden Axe™


Space Harrier II™


Super Hang-On™


Super Thunder Blade™



Cyberball™



Michael Jackson's Moonwalker™


Altered Beast™


Ghouls 'n Ghosts™


The Revenge of Shinobi™


Rambo III®


Truxton™


Forgotten Worlds™



Super Monaco GP™



E-S.W.A.T. City Under Siege™



Afterburner II™



Strider™

ADVENTURE GAMES:


Phantasy Star II™



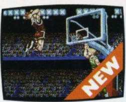
The Sword of Vermillion™

SPORTS GAMES:


Tommy Lasorda Baseball™


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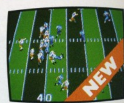

Arnold Palmer Tournament Golf™



Pat Riley's Basketball™



James "Buster" Douglas Knockout Boxing™



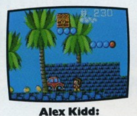
Joe Montana Football™

ACTION GAMES:

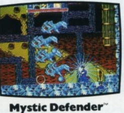

Thunder Force II™



Ghostbusters II™


Alex Kidd: Enchanted Castle™


Last Battle™


Mystic Defender™



Dynamite Duke™

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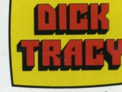

Zoom!™



Columns™

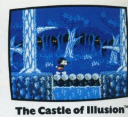

Herzog Zwei™

COMING SOON:



Dick Tracy®


Spider-Man®


The Castle of Illusion™ Starring Mickey Mouse



All the thrills and action of the Warren Beatty movie (and the Chester Gould comic strip) come through in Dick Tracy! You'll think you're in the thick of the flick as you guide Tracy's battles against crime lord Big Boy Caprice to the video game universe! Itchy, The Brow, Lips Manlis, Pruneface, Flattop and Big Boy himself all show their distinctive kissers in this non-stop arcade thriller starring the player as the world's most famous cop.

This pulse-pounding recreation of Tracy's war with the underworld offers six stages comprising three rounds each with Tracy facing down one of the boss gangsters in the final round of each level. Rounds consist of either running gun battles in the city streets or car chases with all guns blazing.



DICK TRACY

Watch out for hoods carrying explosives! When you see one coming, move Tracy toward him. The bad guy will throw his weapon in an arc and it will probably fly right over Tracy's head.

In the street scenes, Tracy can either punch out or shoot out any thugs on his side of the street, but while he takes out these guys with his revolver, the town's top cop also carries a machine gun for perforating any long-distance perpetrators. When Caprice's stooges show up on the far side of the street, Tracy can open up with his chopper, using an on-screen cursor as a gunsight.

The car chases employ a similar perspective with Tracy, crouched on the running board of his classic squad car, using his revolver to shoot crooks directly in front of or behind him and his chatter-gun to ventilate vehicles travelling in a parallel lane. There are even rounds which Tracy must negotiate without a weapon, using only his bare fists!

A bonus game follows the successful completion of each round, as Tracy returns to the target range to fine-tune his shooting skills. Three targets, side by side, pop up simultaneously, but not all the targets contain pictures of bad guys. Tracy must hit the right targets while avoiding those targets containing pictures of innocent citizens.

Bump into The Kid whenever he comes by — he can impart extra energy to renew Tracy's strength!

Keep moving; don't let the bad guys draw a bead on you! And don't be afraid to duck!

When a hood on the same side of the street as Tracy drops to the sidewalk, get ready to make Tracy jump over the bullet, since it will travel too low to duck under.

Dick Tracy is one of the wildest shoot-outs in video game history, and this game has one of the wildest action features you'll find on the streets. When Tracy opens up with his tommygun, not only bad guys, but parked cars, shop windows, fire hydrants and any other breakables get shot up! In other words, game fans will want to put out an all-points bulletin for *Dick Tracy*, one of the hottest new titles for Sega Genesis™!



CYBERBALL

The *History of Cyberball* reports that the first recorded instance of illegal bionic surgery on a pro football player happened in 2006.

The Commissioner did his best to eliminate cyborgs — part human, part robot — and bionically-enhanced players from the sport. But by 2022, football was played exclusively by robots!



Cyberball, based on Atari's arcade hit, captures all the mechanized brutality and strategic sophistication of that imaginary future variant on football.

In addition to the use of robots, the pigskin itself was replaced with a 350 pound bomb. Penalties were eliminated and an invisible force field was placed over the gridiron to protect spectators from shrapnel!

Offensive personnel consists of a Quarterback, a Running Back, Tight End, Wide Receiver and three Linemen. The QB is the most humanoid-looking robot, but he is also the most fragile. The more durable RB is mounted on a motorcycle and the WR on a single wheel, with large, basket-like claws, while the TE travels on a pair of caterpillar-style treads. The Linemen are the biggest, toughest robots on the field, mounted on two tank treads with large, shovel-like "hands" for holding off attackers.

On Defense, there are a pair of Linemen; two small, speedy, unicycle-mounted Cornerbacks; a pair of Safety robots (similar to the WRs but with heavy, horseshoe-style "hands") and the tank-like Linebacker.

Cyberball offers players 103 offensive formations and 12 defensive setups. The gamer selects Running or Passing play and the best available formations are presented, depending upon the current situation. There are 28 different teams, and League play involves a Division-oriented 16 game season. Success in the League pays off handsomely — allowing a coach to buy new and better players!

The gamer views the vertically-scrolling field as though they are sitting above and behind the team on offense, giving human coaches a panoramic view of the gridiron.

Cyberball should have strong appeal for both football fans and all-around arcade action mavens! The football components are solid and realistic while the game's science fictional elements only enhance the play.

Vary your play selection, especially on Offense. You may fool the computer "D" once or even twice, but after that, you're on your own!

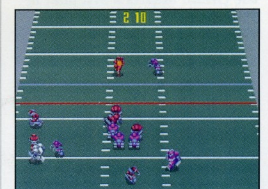
The single most important position is Running Back — once you've saved some money, invest in the best!

Use formation-selection to confuse your opponent. Occasionally go against type and run out of a passing formation or pass out of a running formation.

The computer doesn't blitz often, but when it does — oh, bro-ther!

Experiment on Defense by controlling different positions and players. Always control the key player in any scheme.









It is the year 2048 A.D., and yet another dark force has overtaken our earth. Our people are faced with total domination by the Grand Master and his evil army. Earth's only chance is to sneak a Strider, a new breed of warrior with superior gymnastic skills, to the enemy's headquarters with hopes of infiltrating the stronghold. You are Hiryu, the highest ranking Strider, chosen as the only one to penetrate the fortress in Moscow and to overthrow the evil army. The only thing that stands in the way of the Grand Master's evil plan is you, your plasma sword, and your mastery of acrobatics.

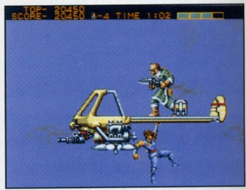
In the first level, you are dropped by your hang glider where you begin your fight atop the buildings of Moscow. You will have to slice through and tumble over hordes of futuristic enemy troops and droids. The battle thickens quickly, as you are confronted by the Russian strong man, Stroboya. Be swift with your sword to stop him before he gets rolling. Keep moving to dispose of any additional soldiers and flying droids. The enemy is ready for you at the end of level one as soldier transforms into a mammoth Strider-eating caterpillar.

Climb to the top of the suspended yellow pole, shoot to the left to reveal a hidden health bar 1-up.

In level two, it's off to the ice desert of Siberia where you will brave ferocious tigers blocking the entrance to the Grand Master's mine. Immediately after penetrating the mine, clash with Mecha Pon, a metallized King Kong, to make your way back to the surface. Time your jumps to maneuver between the razor sharp mechanical gears and deadly soldiers.

As you reach the top, a phantom fighter is there to prevent you from continuing with your mission. After a mad sprint down the icy slopes, the worst enemy you face on the landing dock other than the robotic warriors, is nature herself. You are surrounded by darkness and must move cautiously during lightning and electrical flashes. Move to the top of the complex to hijack a 'copter which will transport you to the battle cruiser.





To defeat the cruiser cannon and the three Ninja warriors, hang from the corner of the cruiser while firing your plasma sword and you can safely dispose of them without taking a hit.

The third level lands you aboard the aerial fortress Ballog where you work your way through a maze of conveyor belts to the heart of the ship. The fortress depressurizes compartments of the ship which leaves them without gravity. You must now face the soldiers and laser cannons as you hang from the ceiling. A large anti-gravity unit blocks your exit from the ship. If you destroy the unit, a chain reaction will commence ultimately exploding Ballog into space dust.







When you're faced with the closing walls, wait till they are several inches apart and begin making four consecutive leaps from side to side until you reach the next platform.

Your next mission in level four places you deep within the Amazon jungle. You will cross bridges and leap from trees and branches via the jungle vines. Dodge the natives and their lethal boomerangs, axes and booby traps. Hop a ride on the back of some friendly dinosaurs keeping you from the mouths of the hungry piranha. Your dinosaur ride will end after they transport you to a meeting with the third level boss, Lago the robot dinosaur.

Climb slowly down the right hand side of the wall and shoot to the left to reveal another secret health bar 1-up.

If you fall off the vine and must battle Lago from the ground, position yourself to the very left of his claw. When it is retracted, jump straight up and hit him in the nose as many times as possible. Repeat this once more and Lago will move back and allow you to grab the vine.

Your quest is coming to an end in level 5. Your task of cleaning the Grand Master's troops off the earth is now completed but you must journey to the third moon to take care of him and his threats once and for all. You will notice that the headquarters are fortified with heavy artillery, obstacles and countless robotic warriors.

In this round you will be reunited with some familiar faces. You must destroy once again most of the boss characters from previous levels. Only after their destruction will you challenge the Grand Master. You will have to utilize all of your acrobatic skills, timing and agility to beat him. If you are successful, earth will again know peace and prosper for untold time.

Strider is a one-player, five-level first rate game adapted from the original arcade. Nothing was lost in the translation. The action is fast and furious and *Strider* features the most breathtaking graphics, realistic sound effects and fabulous game play ever to reach a home system. This cart is crammed full of 8 meg of memory guaranteed to push your Sega Genesis to the limit. If you're ready to be promoted to the new generation of action/combat games, then *Strider* is a *must* addition to your Genesis library.

Former Heavyweight Champion James "Buster" Douglas's meteor-like rise to fame has been captured for spirited Sega Genesis™ gamers in a hard hitting, state-of-the-art Genesis punch-out that will keep even the fleet of foot gamer on their toes!

James "Buster" Douglas Knock Out Boxing pits the former champion against a gauntlet of challengers in a side-view fight simulation using some of the largest and most realistic looking characters ever seen on a video game screen.

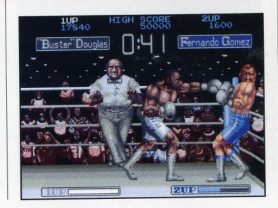
Knock Out Boxing, for Sega Genesis™ allows players to choose the number of rounds they'll fight (1-12), the difficulty level, and their surrogate boxer.



James "Buster" Douglas KNOCKOUT BOXING

The game features six boxers, but gamers only have access to five of them, including Buster and four generic pugilists. The final opponent, who tests only worthy champions who've made several successful title defenses, is the infamous "Iron Head," a masked monster whose style is bound to keep even the most gifted gamer on their toes!

James "Buster" Douglas Knock Out Boxing combines state-of-the-art graphics, superior sound effects and great play action to create a thrilling boxing simulation for Sega Genesis owners!



At least one punch — a crushing right cross — can only be ordered by pressing two action buttons simultaneously!

Watch your Life Meter at the bottom of the screen, as well as your opponent's. When your opponent gets low, move in for the kill; when your fighter is ready to drop, back off and cover up.

Don't get too close — blows will simply be deflected by your opponent's arms.


HELLFIRE



THUNDER FORCE™
III
Just when you thought
you had seen it all...
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STAGE ELLIS
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WEAK POINT CONTROL UNIT
MISSION LEVEL NORMAL
TOP SCORE 68000 14150

Any game popular enough to produce not one but *two* sequels has got to have something going for it! The Thunder Force saga from TechnoSoft has produced some of the hottest horizontally-scrolling sci-fi action in the annals of electronic arcading.

Thunder Force III, is the most impressive installment yet, combining the frenetic firefights of the first two games with some of the most incredible large-figure animation ever seen on Sega Genesis™!

As in earlier series entries, the gamer pilots a small fighter craft, seen from side view, through a variety of horizontally-scrolling scenarios.

Along the way, the ship can amplify its power by collecting the various bonus weapons and power icons hidden throughout the game. As in the first two games, the interface is smooth as silk and the player's ship handles like a Plutonian pussycat.

What makes *Thunder Force III* so remarkable though, are its astonishing graphics. The illusion of depth is skillfully created through the use of foreground, midground and background scenery. The gamer must pilot their ship over a quintet of visually distinctive worlds, with a strike target assigned at the start of each round. Hydra is a jungle world; Gorgon is a blazing inferno; Seiren is an undersea planet; the planet Ellis is a frozen wasteland; and Hades is distinctive for its moving mountains, which crush unwary passersby between their rock-like jaws! After conquering the original five planets, the gamer gets to try several more bonus worlds, each containing some major visual treats!

Then there are the various creatures which populate these perilous planets, like the Gargoyle of Hydra. The Gargoyle stands almost the entire height of the screen, and when he moves his massive girth toward the gamer's craft it is one of the most impressive sequences in gaming history! Each world hosts several such behemoths, and each of these giants are animated in the same realistic manner.



Some bonus objects are hidden behind foreground scenery. On Hydra, for example, just before reaching the deadly flowers, go to the top of the screen in order to pick up special lasers.

Go to Hades! No, seriously! At the end of the Hades scenario there is a shield which can be used to punch through the next three levels.



Thunder Force III not only lives up to the standards set by its predecessors, it surpasses them! The smooth game play, the easy interface and the eye-popping animation combine to make this a must for Sega Genesis owners!

Don't forget, the Weakness of each Target is listed at the start of the round!



Learn the various firing patterns of each weapon and the best situations in which to use each!

Each Boss has a unique attack pattern; study it, then exploit its predictability!

SHADOW DANCER

THE SECRET OF SHINOBI

The latest entry in the enormously popular Shinobi series, *Shadow Dancer*, continues the adventures of good guy and super-Ninja, Joe Musashi, also known as Shinobi. It's 1997 and Joe has just defeated the evil Neo Zeed organization, his opposition in the earlier Shinobi games.

Before journeying on to Japan for some much needed rest and relaxation, Joe decides to visit New York City, home of his friend and former student, Kato. Kato, meanwhile, having learned that some nasty characters have taken over a local grade school and are holding the children hostage, headed immediately for the school, where he was beaten mercilessly by Ninja warriors. Joe has returned to New York only to watch his former student die before his eyes, leaving him only memories of their friendship and Kato's faithful white dog, Yamato.

In *Shadow Dancer*, Joe Musashi and Yamato take revenge upon the killers of Kato and their entire Ninja group — a powerful organization led by a grotesque, reptilian giant known as Sauros!

There are some similarities to the earlier Sega Genesis™ classic, *Revenge of Shinobi* — Joe can leap, punch, kick, throw shuriken (Ninja stars), swing his mighty Shinobi Sabre or call upon the powers of Ninjutsu, a trio of spells which can be invoked by Joe when he



is challenged to his limits.

One spell creates columns of flame that consume all on-screen enemies; a second conjures tornadoes that blow Joe's foes away; and the third spell causes meteorites to fall from the sky, destroying all nearby nasties.

Shadow Dancer also boasts its own unique features, including a pulse-pounding musical score; the extensive use of falling objects, which Joe must sidestep; and a new col-lection of Ninja enemies.

There are cartwheeling bad guys who cannot be killed while flipping through the air, and Ninjas burst from behind windows and other glass barriers throughout the adventure.



If Joe takes a single killing blow, he dies, and the game must be restarted from the beginning of that scenario. This lack of multiple-lives makes *Shadow Dancer* the most challenging Shinobi game yet!

In another novel touch, Joe has the services of the faithful Yamato, Kato's old pet. Yamato will do anything for Joe, including laying down his life for his new master!

Holding down the "B" button is a command for Yamato to attack the nearest bad guy. This is a great feature when our hero is under siege, front and rear. While Yamato won't be able to actually kill Sauron's minions, he can keep them at bay for a few precious moments.

The various scenarios of *Shadow Dancer* include a wide variety of locales and opponents, from Brooklyn Heights to the Statue of Liberty and on to Sauros' subterranean sanctum.

Burning Downtown, the initial scenario, reveals Joe's battle with Sauros' minions against the backdrop of Brooklyn ablaze!

In Battle on the Railway, Joe faces-off against Sauros' Ninjas in an abandoned train yard. He then continues on to Liberty Island where a free-for-all is scheduled to take place on

Each type of warrior has a unique attack pattern; study it, then exploit its predictability!

Remain on the lookout for special items including Bonus Points, Extra Lives and Power Up icons.

Look for Power Up icons whenever you rescue a hostage — they double your attack strength!

Joe can't be hurt while in mid-leap!



Each of the Bosses — Blade, Mirage, Stomper, etc. — has a vulnerable spot. Search out their weak spot then attack it!

the Statue of Liberty!

In the Darkness, Joe carries the fight to a dangerous mountainside in the dead of night. Finally, he must breach Sauros' final defenses for a confrontation with the lethal lizard himself in his underground cavern stronghold!

Shadow Dancer is a compelling adventure that combines the best elements from past Shinobi contests with great new innovations. The New York backgrounds provide an interesting change of pace from the Oriental stylings of Joe's previous adventures. The game's various plot devices — such as the ruthless murder of Kato — give the entire game a dramatic edge. A great new addition to an already classic series, *Shadow Dancer* is the greatest chapter yet in the ongoing saga of the Ninja warrior known as Shinobi!





RENOVATION'S I

FINAL ZONE

You are about to be transported 100 years in the future, where the latest wave in warfare is the New Age Power-Suit, or NAP - a robotic combat machine which gives the wearer unheard-of fighting ability. Your NAP can be equipped with up to 15 weapon, speed, and maneuverability options, out of 100 available - including flame throwers, land mines, and both hand-held and body-mounted firing equipment. With this kind of firepower to command, your only limitation will be your own strategic sense and combat savvy. The ultimate battlefield - the FINAL ZONE - awaits you!



The Strategic Defense Initiative of the 1990's banned ICBMs and nuclear warheads. Now, in 2016, weapons are limited to super strategic mobile weapons. Enter Granada. Hypertek-Cannon Tank (HTC). Granada uses shields and radar to create its defense mechanism. Offensive firepower is provided by the most awesome array of weaponry ever assembled on a battlefield. These include multi-directional interceptors, long-range homing missiles, and a device designed to totally obliterate all opposing forces. You will command Granada through the streets of Tobora, to battle the giant flying batteship Astarsha, and Valsic, another HTC.



9

LETHAL LINE UP



In the 22nd century, Earth Defense Headquarters detected a huge unidentified object approaching our system. A probe revealed three of our own Alpha-type robot spaceshops at it s core. In the hands of a hostile alien intelligence, the ships had been transformed into a gigantic, heavily-armed, flying fortress - bent on destroying Earth! The defenses of Earth have all failed to halt the juggernaut. In a final desperate bid for survival, all resources have been expended to create one mighty jet fighter: Whip Rush. You must pilot Whip Rush on a noble mission to deliver mankind from certain doom!

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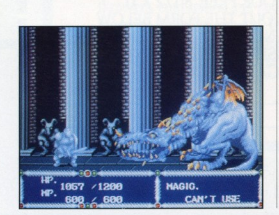
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Strategy

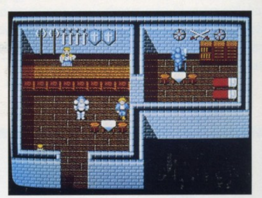
Building up the character's level is the key, so don't lose heart during the slow early going. Stay near the first village and battle the lesser monsters until achieving level 3 or 4. Then buy 5 or 6 candles and head for the first cave.

When traveling, remember that there is always a map available for any sector. If a section appears without a map view, do not try to navigate through it. Instead, return to the previous town and speak to everyone. Nine out of ten times a villager will give up a map.

If the player doesn't see an obvious "next step", return to the previous town and question everyone again. Many times, a villager will say something useless once and yet have something entirely new and valuable to say upon the gamers return.







SWORD OF VERMILION

Evil King Tsarkon must be destroyed. This quest takes you back through time to the age of swords and scorery in a contest so severe it will test the most hardened adventurer. You begin in the humble village of Wycliff, and travel the realm to Swaffham, Hastings, and Excalabria and beyond. On the long road ahead you'll face treacherous ministers of state, and monsters ten times your size. You must claim the eight rings of good to thwart the malevolent monarch. Only you can fulfill your father's dying wish, and restore peace to the Kingdom.

Once on the battle screen, study enemy movement patterns and face the closest one. Thrust (press the button) when the enemy is about 1/2 inch from the knight. Thrusting from closer gives the rival a clear shot.



Players must swiftly master battle tactics. Always equip the knight with any recently acquired weapons or armor. An item in inventory is useless if it is not readied for combat. This is also true of combat spells.



Make sure to position the knight on the same plane as the creature. Otherwise, the thrust misses and the creature gets a free shot. Running off either screen edge is a last-ditch way to save a beleaguered knight.



The Name of the Game is the Game!



The Line is buzzin' this issue with fantastic new games from the great design companies on Sega's team. Here's what's happening on the Sega scene:

The Genesis Seal of Quality will be showing up soon on games by the geniuses at Mentrix. First out of the gate is *Wardner*, based on the classic arcade game *Pyross*. *Wardner* takes an ageless story about a boy who sets out to save his girlfriend from the evil Wardner, and turns it into an exciting action-adventure game with seven challenging levels. Look for it early this Spring. Mentrix has more games up its sleeve for next year, including a bowling and a shooting game. Keep your eyes on Party Line for more info.

DreamWorks turns up the heat with three more cool Sega Genesis™ games. Tag team and match wrestling grab your screen in *Jesse "The Body" Ventura Wrestling Superstars*, a no-holds-barred game with an astounding new level of realism. It lets you try out the exciting moves and holds made famous by superstar Jesse "The Body" Ventura.

If you're into science fiction, check out *Wings of Wor* and *Target Earth*, also from DreamWorks (they've been busy!). *Wings of Wor* pulls out all the stops in a graphic extravaganza only Sega Genesis can handle. The winged creature, Wor, defends his planet from invaders, providing you with plenty of excitement in this horizontal shooting game that goes from the bowels of Wor's planet, to the sky, to beneath the water and straight into the very bloodstream of one of the invaders! The action in this is incredible.

You're part of the elite Assault Suit Unit, defending Earth from Chron cyborgs who have already taken over our space bases, in *Target Earth*.

Choose your weapons and fight your way through eight dangerous combat missions, following story-like hints as you get closer and closer to the ultimate secrets. The planet's destiny is in your hands!

Electronic Arts comes through with five — count 'em: five — new Sega Genesis games, and all will blow you away. First, the thrill of motorcycle road-racing collides with the hair-raising danger of a street fight in the non-stop action of

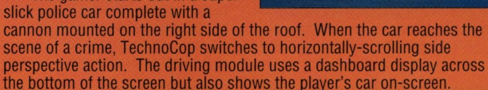
TECHNOCOP

(RazorSoft/Genesis)



Action fans with strong stomachs will definitely want to check out this adaptation of the violent computer game, TechnoCop. The player is a futuristic law enforcer in this combination driving game and horizontally-scrolling sideview shootout.

The gamer starts out in a super-slick police car complete with a cannon mounted on the right side of the roof. When the car reaches the scene of a crime, TechnoCop switches to horizontally-scrolling side perspective action. The driving module uses a dashboard display across the bottom of the screen but also shows the player's car on-screen.



The sideview game combines a close-up of the player's wrist-mounted computer system, complete with weapon selection; gamers can opt to use either a net bullet, to take 'em back alive, or go lethal. This second alternative is what gained TechnoCop its controversial reputation. The bad guys, once shot, do not meekly fall over or, better yet, disappear entirely. They turn instead to red, pulpy mush, then flop around on the ground for a while before expiring! Definitely not for the squeamish!





SEISMIC™

Technosoft™

namco®



Micronet CO., Ltd.

SAGE'S CREATION™

Razor Soft™

D.J.BOY

(Kaneko/Genesis)



A young girl has been taken prisoner and it's up to the player, as D.J. Boy, to save her from the gang of rollerskating kidnappers in this excellent translation of the American Sammy arcade!

D.J. Boy combines rollerskating skill and martial arts action in a first-rate kick-and-punch-out. D.J. Boy throws lethal kicks with his skate-clad feet and projects savage punches, turning his defeated enemies into bonus coins. The game uses a horizontally-scrolling, angled side perspective that suits the action perfectly!

Roadrash.

Out on the links, Electronic Art's *PGA Tour® Golf* lets you compete with the best golf pros around on the world's most challenging courses. Meanwhile, back on the gridiron, *John Madden Football* unleashes the full-tilt intensity of pro-football on your video screen. Choose from more than 100 of Madden's creative plays and battle your way through the regular season to the playoffs, to win it all on Super Sunday.

Last, but definitely not least, are *Sword of Sodan* — with a collection of formidable quest levels and legions of ultra-nasty enemies — and *Battle Squadron* — a two-player action game crawling with sinister foes. Whew — that ought to keep your gaming going!

A quick note from Kaneko (last issue we talked about their games *D.J. Boy, Air Busters*, and *Berlin Wall*): they're tucking some neat FREE extras in with their game cartridges, starting with an Official Kaneko Video Glove in the super-hot *Air Busters*. Not bad, huh?

Micronet Co. of Japan announces the opening of its new U.S. Subsidiary, Bignet U.S.A. in San Francisco, and Bignet enters with swords blazin' in a realtime war simulation game that will test the gamer's wits against one of the greatest military leaders of all time, the illustrious Julius Caesar! *Warrior of Rome* transports the gamer to Caesar's encampment on the Island of Crete during the Golden Age of the Roman Empire. The gamer uses 8 meg power to crack the invincible strategy of Julius Caesar in four incredible combat scenarios that will engage the gamer on land, sea, in a fortress, and in a major defensive battle!

Okay, sports fans: what do you get when you mix football, soccer, the martial arts, and wrestling together? (No, not a new sports cable channel.)



Sega blasts into a new arcade dimension

-You step into the cockpit. You check the controls, strap yourself in with the four-point seat belt, and give the nod to the control tower.

Now you're racing for the take-off. The force slams you back against the seat. You bank the jet sharply, then turn over 180 degrees, hanging breathlessly upside down for a spectacular view of the earth far below.

Suddenly, an enemy plane appears. You explode into action! Your mission has begun.

This is just a little taste of the incredible thrill and pounding excitement of Sega's totally awesome R360, a ground-breaking new dimension in video arcade games. But it's more than a game. You don't merely play it, you do it. Instead of watching the action, you are in the thick of it — literally.

The R360 is a spherical, super-rolling jet fighter simulator that physically spins you a full 360 degrees in all directions — you'll be glad to have that four-point seat belt! Sega has pushed back all the technological limits to bring you heart-stopping, adrenaline-pumping realism.

Look for the R360 at your favorite arcade and experience exhilaration of flight simulation. The fierce excitement of air battles and lightning-fast dog fights. And make sure you've brought all your courage with you before getting into the R360 cockpit — this is not the place for the faint of heart.

Get a clearer picture

Heard about the nifty new way to get the sharpest Sega Genesis picture possible? You can have all those heroic heros, demonic demons, and monstrous monsters virtually popping right off your television screen and into your room with Sega's Video Monitor Cable.

Leave it to Sega to advance technology once again so you can enjoy the ultimate in video gaming. Hook up the Video Monitor Cable from your Sega Genesis system to your television. It bypasses the antenna to give you resolution so awesome you'll think you're in SegaLand.

Interested? Call Sega's Game Wizards at 415-871-GAME for details. Or, for immediate gratification, check out your local Sega store.

Got the picture?

Okay, all you artistes out there. Sharpen your drawing pencils, dust off those crayons and markers, clean up your brushes. This is your chance to show us your stuff.

Announcing the first ever, long awaited, critically acclaimed, and way cool Great Sega Brush-Off. Anyone can enter. There's no purchase necessary, just draw your favorite Sega character from any Sega game: Master System or Genesis, old or new. A panel of eminent art scholars (okay, okay: just us folks at Sega Visions) will act as judges.

The first prize winner will get our new, full color, hand-held Game Gear plus two games. Not yet available here, our top artist will be one of the first in the U.S. to own their very own Game Gear! Three second prize winners will each get five Genesis games for further artistic inspiration. Ten third prize winners will be awarded a Sega Genesis™ game each.

Look for some of the winning drawings in a future issue of SEGA VISIONS.

Now the small print: All Great Sega Brush-Off submissions become the property of Sega of America, Inc. and cannot be returned. Sega and/or SEGA VISIONS reserves, without obligation, the right to reproduce, copy, or in any way utilize all artwork submitted.

High-tech Ghosts

There's a spooky new game haunting the arcades called Laser Ghost. These are not your everyday ghosts: they're alien beings that have assumed a ghostly form and they're terrorizing Earth.

Kidnapping, killing, and destroying, these ghouls are unstoppable. Nothing seems to harm them, not even assault weapons. This is where you come in.



You're not going to let them get away with murder and mayhem. You and up to two of your buddies form a team called Laser Ghost. Those aliens are in trouble now because you've got the latest in rapid fire laser beam guns complete with missile launchers.

Set your gun sites on the enemy and unleash a powerful laser beam that wipes out everything — and we mean everything — in its path. Battle the alien ghosts through haunted houses, eerie cemeteries, vile sewer systems, cargo docks and more. And here's a tip to help you in your mission: pick up extra lives by shooting life boxes.

Check out your arcade for Laser Ghost. And watch your back.

The Great Genesis Payback

Want to make a fast $30? You can if you buy your Sega Genesis system by January 15, 1991.

Get your sales receipt dated on or before January 15, 1991. Cut the proof-of-purchase symbol from your Sega Genesis system box (yes, it will leave a hole, but we're talking 30 bucks here).

Tell us who and where to send the rebate check to, and send it all — receipt, proof-of-purchase, and address — to: Sega Genesis Rebate; 1600 Grandview Drive; South San Francisco, CA 94080.

And because you are a Sega Visions reader, we'll give you until March 31, 1991, to send for your rebate.



Continued on page 58

This is it – a realtime war simulation game!

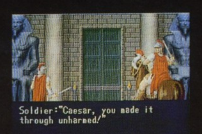
WARRIOR OF ROME

100 piece.
For one player.
8Megabit Cartridge.

Available January 1991









Finish one scenario, and you're positioned perfectly to start the next... and to meet some of the most beautiful women in the known world.
Test your wits against one of the greatest military leaders of all time -- can you duplicate the invincible strategy of Julius Caesar?

Place: The Mediterranean Sea
Time: The Golden Age of the Roman Empire

Encamped in the harbor town of Ahendria on the island of Crete is the Illustrious Julius Caesar and his army.
But now, off in the distance, a fleet approaches this peaceful city……

This warfare system offers realtime simulation with four scenarios: a defensive battle, sea battle, land battle, and fortress battle.

Victory to Caesar!

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3F MURAKAMI BLD. S10.W15. CHUO-KU, SAPPORO, HOKKAIDO, 064 JAPAN

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SAPPORO, HOKKAIDO, 064 JAPAN

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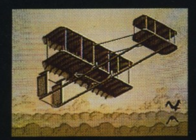
16-BIT CARTRIDGE

© KONAMI 1990 © Micronet 1990

JUNCTION

Licensed by KONAMI

Available November 1990





THIS GAME IS LISENSED BY SEGA ENTERPRISES LTD.
FOR PLAY ON THE SEGA GENESIS SYSTEM

Fun to watch, and even more fun to play. JUNCTION is an action game masterpiece!

By moving only a single block the entire course changes, and enemies appear to block your path ・・・ or maybe a valuable item appears to help you get through.

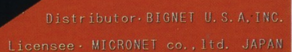
Beautiful graphics and superb sound affects have both been upgraded to the hilt.





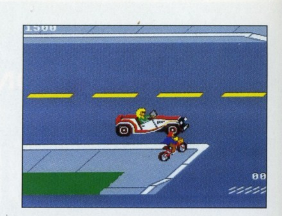
Distributor・BIGNET U.S.A, INC.

Licensee・MICRONET co., ltd. JAPAN





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SEIBU KAIHATSU, INC., © 1990





Paper Boy, the popular Atari arcade game set in the dangerous world of newspaper delivery, has arrived on the Sega Master System™ with all flags flying! The graphics and playability are first-rate, capturing all the fun and excitement of the arcade original.

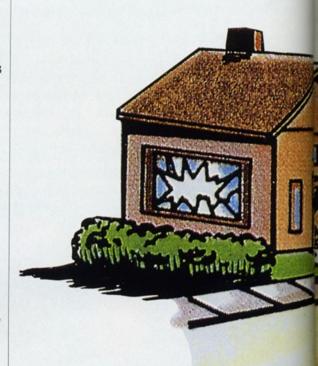
The gamer plays the role of a bicycle-riding paper boy, tooling along a vertically-scrolling street scene. The paper boy, seen from above and behind, must deliver newspapers to subscribers' homes while avoiding the many obstacles that turn up in his path. Along the way, he encounters runaway lawnmowers, unleashed pets, careless breakdancers, boom boxes, and workmen — not to mention the traffic as he crosses the main thoroughfares between sidewalks.

The game begins with a picture of the front page of the daily newspaper. The main story concerns you, the new Paper Boy! The player then selects from among three increasingly difficult routes. A display map of the chosen route then appears, indicating which houses are subscribers and which are not.

Then the fun begins, as the player pedals his two-wheeler up street after street tossing papers onto subscribers' porches (be careful — a late toss can break a window!), avoiding obstacles while collecting the variously placed bundles of newspapers.

At the conclusion of each route, the player gets a chance to ride through a special bonus target course composed of ramps and bull's eyes, throwing any leftover newspapers at the targets for extra points!

At the end of each game, a second front page appears, detailing the success or failure of our favorite delivery boy. *Paper Boy* is a great game and a superb recreation of an arcade classic!



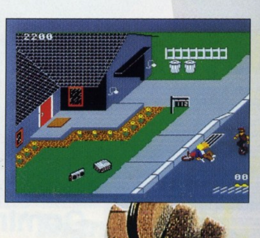
Swerve left or right as little as possible. Avoid extreme movements. Keep the bike under very tight control.

Bear to the right as soon as you hit the bonus course or you'll miss the first ramp jump and several targets!

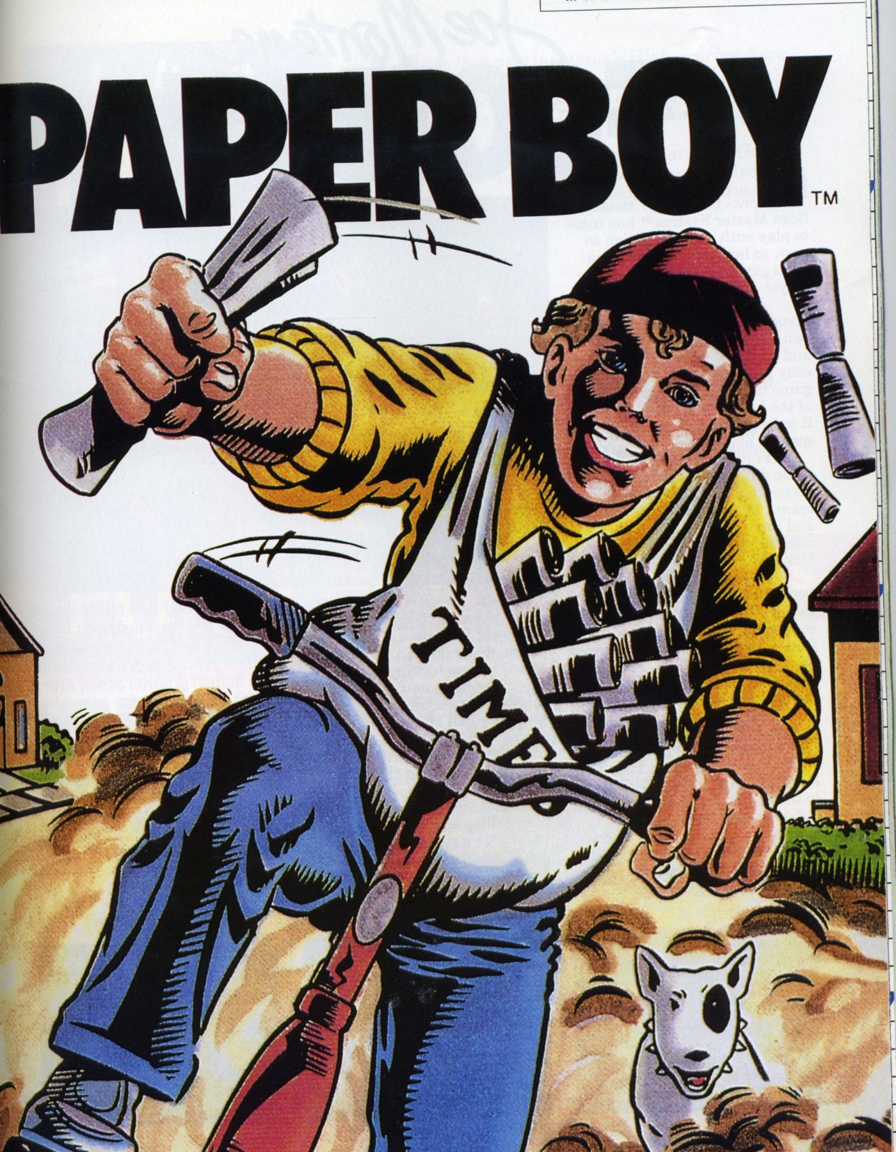
Time your paper throws carefully; you don't want to break a window! On your first successful toss, notice where the bike was (in relation to the house) when you threw the paper, and use that spot as a guide on future tosses.

While it's important to pick up the extra bundles of newspapers, it isn't worth crashing over unless you're virtually out of papers.





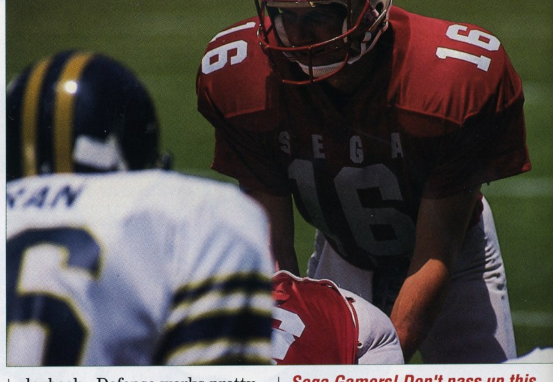
PAPER BOY™



Joe Montana FOOTBALL

Gamers - Get ready! 'cause Sega Master System™ has come to play with gridiron action so new, so hot, that we're asking Sega gamers to help us call the plays!

Joe Montana Football is a classic gridiron contest for one or two players. The sharp graphics and slick play system makes this easy and enjoyable - the kind of game that can be played right out of the box, but has enough inside it to keep things interesting for months of gaming!



Players select from among three difficulty levels and have access to all 28 professional teams, broken up into divisions and conferences; there's even a coin-flip to determine which team kicks off and which receives!

The game itself uses a horizontally-scrolling, top-down view of the gridiron for action sequences, with players seen from a side view in order to make them easier to follow. The player under the gamer's control is indicated by a flashing pointer.

Between plays, the game reverts to the scoreboard and play select screen. The team on Offense can then call a Time Out, Punt, attempt a Field Goal or go to the playbook, where seventeen different play formations are available.

Gamers can see a chalk-board-type look at each formation by cycling through the entire playbook. Defense works pretty much the same way, though there are fewer formations (six or seven, depending on the situ-ation) and no kicking options.

The main on-field display is large and well-drawn, with the players small but cleanly ani-mated. The clock appears at the top of this screen, as does a text message describing the results of each play.

Hot visuals, sophisticated play-calling and great animation make this a game worthy of the Joe Montana name! *Joe Montana Football* for the Sega Master System - Don't pass it up!

Sega Gamers! Don't pass up this chance to signal the plays in Joe Montana Football! Help your fellow gamers score big time in the hottest gridiron action ever to hit the home video screen! Send your best hints for Joe Montana Football to Sega Visions. If your hints are pro quality, you might go down in the Sega Visions Hall of Fame and see your hint published in an upcoming issue of Sega Visions!









*Here they are; this issue's High Scoring Sega gamers. The Visions readers listed below have met the challenge and earned for themselves the title of **High Point Hot Shot** -- not to mention a free Sega T-shirt.*

So, Visions readers, power up that Sega Genesis or Master System, and summon up your competitive spirit while you tackle your favorite Sega game.

SYSTEM: Sega Genesis
GAME: Air Diver
SCORE: 92,007,000
READER: JOHN SMAIL
HOME: New Kensington, PA

SYSTEM: Master System
GAME: Rambo III
SCORE: 9,963,450
READER: CURTIS SAAL
HOME: Atco, NJ

SYSTEM: Master System
GAME: Great Golf
SCORE: 13 under par
READER: RANDY KOPECKY
HOME: Minneapolis, MN

SYSTEM: Sega Genesis
GAME: Thunder Force II
SCORE: 3,034,410
READER: TODD BUSTILLO
HOME: Cypress, CA

SYSTEM: Sega Genesis
GAME: Revenge of Shinobi
SCORE: 2,859,300
READER: CARL RIZZO
HOME: Bergenfield, NJ

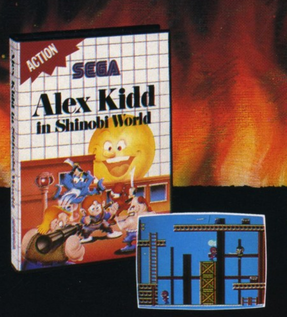
HOT SHOTS

SHARE YOUR TRIUMPH WITH US -- TAKE YOUR BEST SHOT AND MAIL IT TO SEGA VISIONS

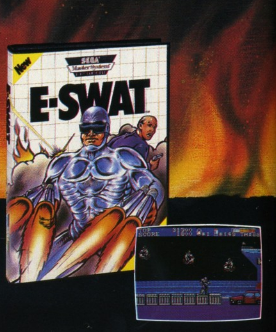
- Take a photo of the screen showing your best score. HINT: Turn off the room lights and don't use a flash (it will reflect off the screen). You might want to take a couple of shots, just to be sure you get a good, clear one.
- PRINT your name, address and age on the back of the photo, as well as the name of the game and your score.
- Send your photo to: SEGA VISIONS High Point
  P.O. Box 2607
  South San Francisco, CA 94080

JUST ARRIVED!

HOT NEW FOR YOUR SEGA







Alex Kidd in Shinobi World™

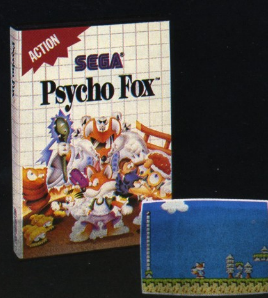
This is the toughest challenge yet for Alex. It will take cunning and skill to do battle with the dreaded Ninja Warriors. Battle your way through four levels and overcome countless enemies before you finally confront the evil Dark Ninja.

Aerial Assault™

Blast your way through five missions as you pilot a 21st century Assault Fighter. It takes some fancy flying and even fancier shooting, to wipe out all the N.A.C. invaders before they take over the planet. Buckle up for safety and start firing.

E-SWAT™

Stay glued to your weapons through five grueling levels. You have the ultra-tech armor and weapons for the job. The question is, do you have the guts for the challenge?







Psycho Fox™

Ever heard of a fox that saved the world? What about the one that can transform into other animals, overcome countless obstacles and defeat the evil Madfox Daimyojin? Don't look at us, you have to play the game to understand what we're talking about.

Golden Axe™

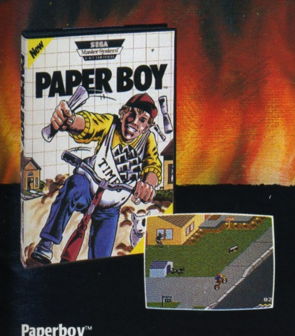
One of the greatest arcade games of all time is now available for the Master System. Battle your way through five levels of endless bandits on your way to recover the Golden Axe. Not recommended for the weak of heart.

Dead Angle™

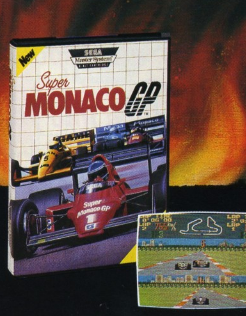
Step back into the 30's, when the mob was more than something you read about in books. Target practice was never like this. Shoot your way through six levels of pistol packing thugs as you clean up the streets and save your girl Jane.

AVAILABLE AT YOUR LOCAL VIDEO GAM

TITLES
MASTER SYSTEM™



COLUMNS



Paperboy™

You are the new neighborhood paperboy. Sounds easy enough. Watch out for the breakdancer, a dog or two, construction workers, an occasional lawn mower or baby carriage. Nothing to it…Just another day in the neighborhood.

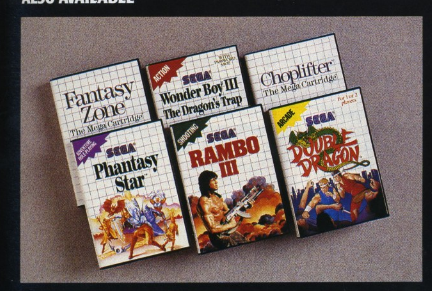
Columns™

This mesmerizing game of skill and chance, will test your ability as you manipulate a king's ransom in glittering jewels as they appear on your screen. The better you get the faster the jewels will fall. It's guaranteed to challenge your mind, not just your trigger finger.

Super Monaco GP™

Fly up the long straightaways, and downshift into the neck-wrenching hairpin curves. This game sends you around 16 of the most demanding tracks on earth in the hottest racecar ever built, the Formula 1. Start your engine, and put the pedal to the metal.

ALSO AVAILABLE



- Double Dragon™
- California Games™
- Choplifter™
- Fantasy Zone™
- Black Belt™
- Alex Kidd in Miracle World™
- Wonder Boy III™
- Reggie Jackson Baseball™
- R-Type™
- Phantasy Star™
- Rambo III™
- Ghostbusters™
- Outrun™
- After Burner™

COMING SOON

- **Joe Montana Football™**
- **Pat Riley Basketball™**
- **James Buster Douglas Knockout Boxing™**
- **Michael Jackson's Moonwalker™**



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Dead Angle is a licensed trademark of Seibu Kaihatsu.
All other games are trademarks of Sega of America, Inc.

RETAILER OR CALL 1-800-USA-SEGA

Strategy Pat Riley BASKETBALL

Sega's latest sports challenge brings all the fast-paced action of hoops right into your own home. Players become the head coach. Set strategies, call the defense, foul, and slam your way to victory.



THE BASICS

Begin by choosing a team. If you're new to the game, stick with LA or NY. Once things get too simple, try Houston or Boston. Next, players must choose a starting lineup. The computer's choices are usually the best and generally shouldn't be altered. Again, if the game becomes too simple, try throwing in some third stringers and see how you fare.

Lastly, choose a defense. Man to man seems to work better against the computer as all men will stick with their counterparts. This makes steals and interceptions easier to execute.

OFFENSE:

Once you get the ball, remember to keep moving. The instant players stop, the computer will attempt to come in and steal the ball. While dribbling downfield use a zigzag technique to lower the chances of the computer cutting in to steal the ball.

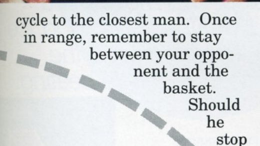
Remember to use the WHOLE team. This means passing around alot to keep the computer or your opponent guessing. The best way to pass fast and accurately is to stop, press the pass button quickly once, turn the man towards the intended receiver and hit the button again.

Once a player gets near the basket, press and release the button. When the gamescreen changes to closeup, WAIT until the circle is well into the red to press it again. This will guarantee a good shot. The same holds true for attempting 3-pointers. Keep in mind however that the latter is a lower percentage shot and should only be tried when way ahead or far behind.

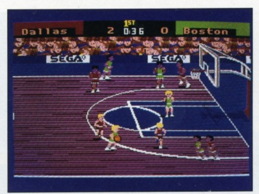
DEFENSE:

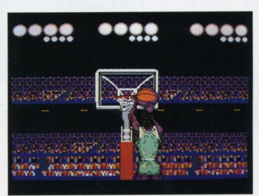
On "D", learn to change men quickly as your opponent heads cross-court. Do not try to catch up to him using the default man. Instead, quickly press the B Button and

cycle to the closest man. Once in range, remember to stay between your opponent and the basket. Should he stop



for a second or begin traveling horizontally across the screen, go in for the steal! The best way to steal the ball is to make sure your player is on the same horizontal level as the opponent before going in.





Do this by lining up his feet with yours and then run at the ball. Should it fail, back up quickly and stay with your opponent.

Lastly, if the computer starts outrunning your guys or scoring a bunch of unanswered points, try calling a time-out to give your guys a rest and maybe even bring in a reliever or two.

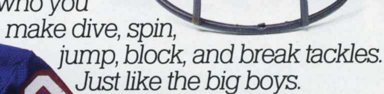


THE BIGGEST HIT IN FOOTBALL.

So you want a Genesis® game with real impact?
Play John Madden Football.™
A game as big and tough as the man himself. Seventeen teams. Each one blitzing and scrambling its way to Super Sunday. Each one packed with pro caliber players who you make dive, spin, jump, block, and break tackles. Just like the big boys.

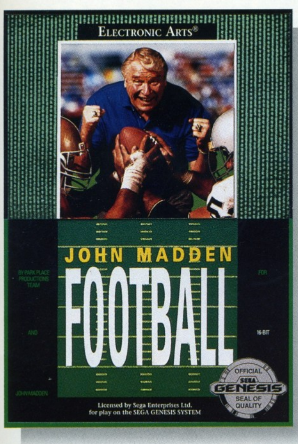
SEGA GENESIS

Besides real moves, you get real weather. Rain. Mud. Ice. Snow. Wind. Adjust to the conditions. Or take a beating.



Play on the all-Madden team with guys who eat their lunch out of their helmet and don't know the meaning of pain. It's real mud and guts football.

It's fourth down and you could boom one deep. Or take your chances, fake the punt, and go for it. What a total kick.



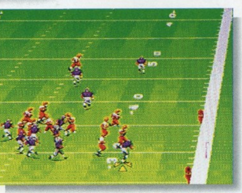
You can call more than 100 real plays, too, for complete, easy on-screen play calling. Pages ripped right out of Madden's play-book. Even audibles.



So everything's true to the game itself. Bone-jarring sounds of the trenches. Animation that will flatten you. Intense pressure. And half-time highlights and stats.



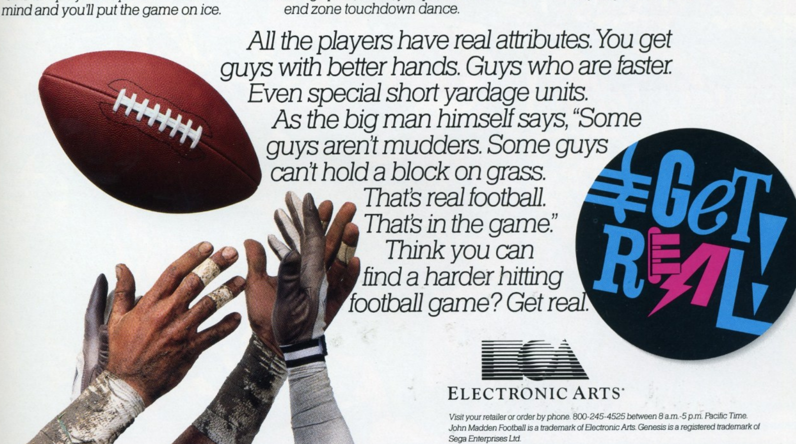
Make the right call from over 100 different plays. Keep the weather in mind and you'll put the game on ice.



Totally All-Pro moves that you control. Including spins, dives, jumps, and an end zone touchdown dance.



Now it can be Super Sunday any day of the week.



All the players have real attributes. You get guys with better hands. Guys who are faster. Even special short yardage units.

As the big man himself says, "Some guys aren't mudders. Some guys can't hold a block on grass. That's real football. That's in the game."

Think you can find a harder hitting football game? Get real.

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SEGA GOLDEN AXE
GOLDEN AXE
THIS GOLDEN AXE IS WAY RIGHTEOUS!
SEGA
KRAAAKK
SHRREEEEEE
NILES! IT'S TIME TO GO TO BED!
CHATHOOM
SKREE
RIGHT, MOMS...
JUST ONE MORE ROUND...
WHEEZZZ
I'M ALMOST...
PING
...FINISHED...
zzZZZZzz
HUMMM
BOB & AL'S PIZZA
NILES NEMO IN SEGALAND
WORDS: BILL KUNKEL
PICTURES: DAVE SULLIVAN
SO! ANOTHER PIECE OF MEAT WISHES TO CONTEST FOR THE GOLDEN AXE!
...OFF?
HUH? MUST'VE DOZED...
SNIF
AND THIS SPECIMEN LOOKS ESPECIALLY FEEBLE!


I'M BACK IN SEGALAND! HOW UTTERLY COOL!
CHOOSE YOUR WEAPON, WIMP!!
NO PROBLEM, BARBARIAN-TYPE DUDE - I CARRY MY WEAPON WITH ME WHEREVER I GO!
NOW WHERE EXACTLY DO I PLUG IT IN?
CRACK
SNAP
CRUNCH
HEH, HEH. LUNCHTIME. GANG.
WHOA, DUDES!
CAN'T WE, ERR, ADJUST THE DIFFICULTY FACTOR HERE?
SPIN
WHIRR
WHINN
NO, HUH? YOUR CHOICE, DUDES!
SHOOOM
ZING
PING
UH, OH.
THOOM
CHAKOOOM
BABOOM
KRADOOM
NILES!
NILES, ARE YOU IN BED, YET?
NO PROBLEM, MOMS! I'M ALREADY ASLEEP!
I'VE GOT TO TALK TO BOB AND AL ABOUT THAT PAPAYA AND AVOCADO PIZZA!
BOB & AL'S PIZZA
IT'S NOT EASY BEING THE WORLD'S COOLEST GUY, BUT SOMEBODY'S GOT TO DO IT! NILES WILL VISIT SEGALAND AGAIN NEXT ISSUE - AND YOU CAN'T TOUCH THAT!!



Continued from page 43

Rev your engines for arcade excitement

The action is fast, the corners are tight, and the competition is waiting for you to make your first mistake. GP Rider is here, with motorcycle racing like you've never seen it before.

GP Rider is so real, in the ride-on version you actually have to lean into each turn as you race through an actual Grand Prix race course. You'll just about feel the wind in your face as you tear down straight-aways, bank around corners, zoom along winding S-curves, and face the dreaded hair-pin turns.

Choose your bike: you can have six-speed manual or automatic transmission so you can ride the way you want. Bring along a rival for head-to-head competition — Sega's ready with some super technical magic that gives you a simultaneous, two-player, racing adventure. Or be the top rider on the circuit and go it alone against the computer.

You've got four laps to finish in each race, but remember the clock is ticking. Finish a lap before the time is up, and you can continue to drive longer.

GP Rider is roaring into arcades around the country. Mount your racing bike and see how you stack up to Grand Prix competition.


THUNDER FORCE™
III
Just when you thought you had seen it all . . .
A new challenge radiates forth from worlds beyond imagination. Surge through scrolling lava flows and the thrust of massive rock caves. Avoid losing control amid perilous bubbles in the murky depths . . . to encounter even greater challenges in realms of deeper dimension.
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COMING ATTRACTIONS

688 ATTACK SUB
Sega Genesis System

Sega has launched two new true simulation games for your Sega Genesis™ system that are so real you can feel the sweat on your face!

Experience the feeling of being totally in control of a submarine in *688 Attack Sub*. You are the commanding officer of a modern nuclear attack submarine. It is full combat, so plan your attack and choose your weapons carefully. You'll have to track the enemy and then be prepared to launch torpedoes with split-second decisiveness.

You decide when to attack the enemy convoys, defend warships or stalk other submarines, as you undertake 18 different U.S. and Russian missions around the world. Your crew of submariners actually speak in English or Russian.

True 3-D imaging of the ocean floor gives you a real sense of pressure. *688 Attack Sub* has graphics and sound so real you'll think you're there!



FATAL LABYRINTH
Sega Genesis System



Even as The Holy Goblet, the source of all light, illuminates the world, ghouls are descending from the skies. They will steal this source of light and give it to the fearful dragon, bringing darkness once again to the earth.

You are Trykaar, a brave swordsman who must use every resource within your power — weapons, armor, and magic — to destroy the evil source within, fight the vile monsters and then kill the almighty dragon and restore light to the world!

As Trykaar, you will be challenged whether you are a beginning adventurer or a pro, because no two adventures are alike!

Fatal Labyrinth is a fabulous Fantasy and Adventure game coming to you in the next issue of Sega Visions.

ABRAMS BATTLE TANK
Sega Genesis System

Abrams Battle Tank is another new simulation game for your Sega Genesis™ System. In this 3-D world you are inside a U.S. Abrams Tank, set on eight WW III missions against Soviet forces and armor.

You head up the attack and give the command to drive over bridges, skirt hills, and watch the enemy grow. When you're ready you give the command to ambush them, blast the enemy with armor-piercing rounds, heat projectiles that melt an enemy tank's armor, or anti-helicopter shells. If the enemy closes in, you give the order to throw out a smoke cover and switch on thermal imaging.

Abrams Battle Tank has simulation so real you'll swear you're in the driver's seat of a U.S. tank ready for battle!



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Hard Drivin'™

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Jump a drawbridge! Do a vertical 360° loop! The true 3-D screen display will have you hanging on for dear life! If you lose it, you get to see an instant replay of your accident!

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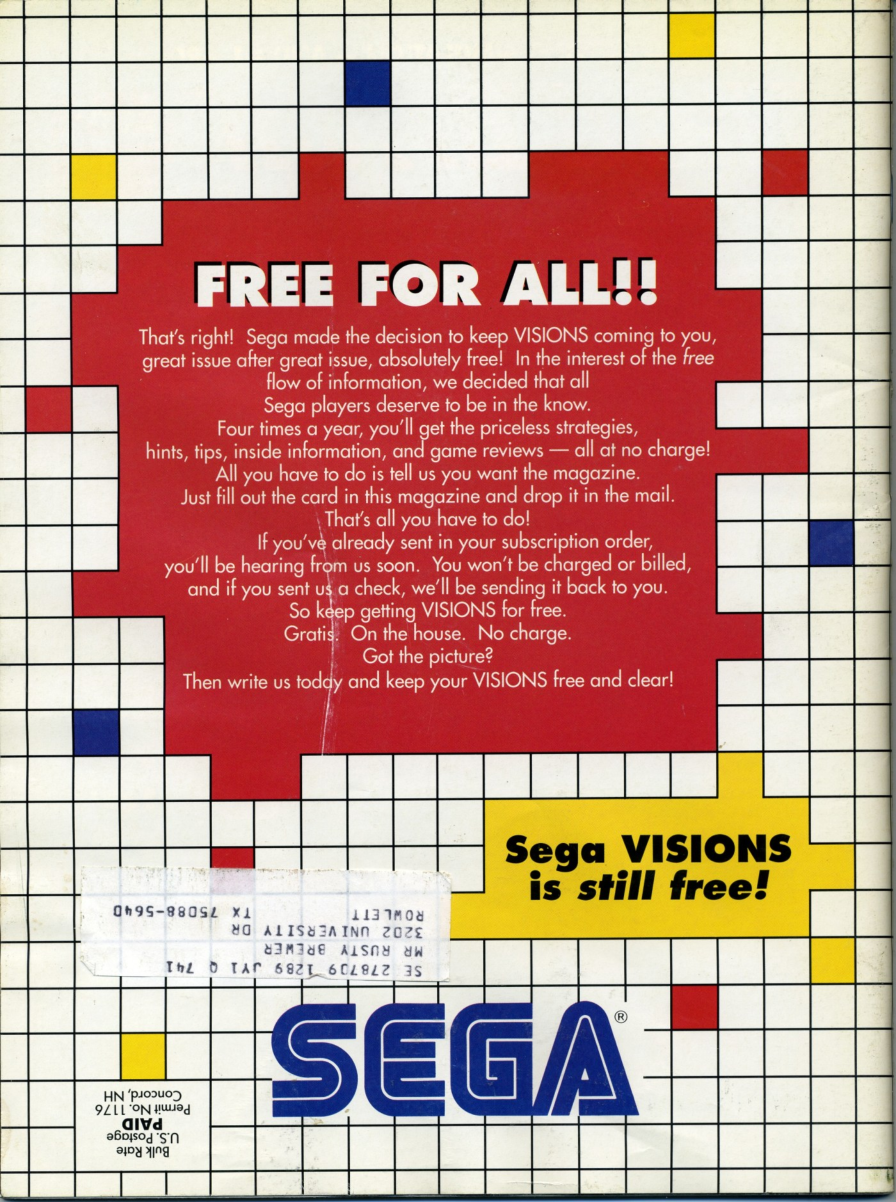




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